WE CLAIM:

1   1.   A gaming device, comprising:

2   a scanner for scanning a bar code corresponding to a product identification;

3   processing means for receiving the bar code from the scanner, for translating the

4   bar code to game data and for determining whether the game data are compatible game

5   data; and

6   a storage medium for storing the compatible game data.

1   2.   The gaming device of claim 1, wherein the game data comprise game character

2   data.

1   3.   The gaming device of claim 1, wherein the gaming device is a hand-held gaming

2   device.

1   4.   The gaming device of claim 1, wherein the scanner comprises a light-emitting

2   diode.

1   5.   The gaming device of claim 1, further comprising:

2   a screen for displaying a menu according to signals from the processing means;

3   and

4   controls for making selections from the menu.

1   6.   The gaming device of claim 1, further comprising a look-up table stored in the

2   storage medium to which the processing means refers when translating the bar code to

3   game data, wherein the look-up table correlates a plurality of different bar codes to a

4   plurality of different game data.

1   7.   The gaming device of claim 1, wherein the bar code comprises a European Article

2   Numbering code.

1   8.   The gaming device of claim 1, wherein the bar code comprises a Universal

2   Product Code.

1   9.   The gaming device of claim 1, wherein the bar code comprises a Global Trade

2   Item Number code.

1   10.   The gaming device of claim 1, wherein the bar code comprises a Global Location

2   Number code.

1   11.   The gaming device of claim 1, further comprising a speaker.

1   12.   The gaming device of claim 5, wherein the processing means causes a contest to

2   be staged on the screen when the processing means determines that the game data are

3   incompatible game data.

1   13.   The gaming device of claim 5, further comprising a communication port for

2   transmitting signals between the gaming device and a second gaming device.

1   14.   The gaming device of claim 12, wherein the incompatible game data correspond

2   to an enemy game character.

1   15.   The gaming device of claim 12, wherein the contest is a battle.

1   16.   The gaming device of claim 15, wherein the processing means causes a battle to

2   be conducted according to a set of rules stored on the storage medium of the gaming

3   device, wherein the battle is graphically displayed on the screen, wherein the battle is

4   conducted between the compatible game data stored on the storage medium of the

5   gaming device and incompatible game data stored in a second storage medium associated

6   with the second gaming device.

1   17.   The gaming device of claim 13, wherein the communication port comprises;

2   a first tab for fitting into a first slot of the second gaming device;

3   a second slot for receiving second tab of the second gaming device; and

4   a plurality of contacts for transmitting data between the gaming device and the

5   second gaming device.

1   18.   A gaming device, comprising:

2   a simulated scanner which emits a light;

3   a pressure sensitive switch proximate the simulated scanner;

4   a random number generator which generates a code when activated by the

5 pressure sensitive switch; and

6   a processor for correlating the code with a feature of a game.

1 19. The gaming device of claim 18, wherein the feature is a game character.

1 20. The gaming device of claim 19, wherein the processor determines whether the

2 game character is compatible with the gaming device.

1 21. The gaming device of claim 20, further comprising a storage medium, wherein the

2 ·processor causes the code to be stored in the storage medium when the processor

3 determines that the game character is compatible with the gaming device.

1 22. The gaming device of claim 20, further comprising:

2   a display; and

3   a speaker, wherein the processor controls the display and the speaker to simulate a

4 battle with the game character when the processor determines that the game character is

5 not compatible with the gaming device.

1 23. A gaming device, comprising:

2   a case small enough to be held in a single hand of a user;

3   a scanner disposed on a first side of the case, the scanner comprising at least one

4 light-emitting diode configured to read bar codes;

5   a controller disposed within the case, wherein said controller correlates read bar

6 codes to one of a plurality of game data associated with a game;

7   a storage device within the case for storing a set of rules for the game and for

8 storing at least a portion of said plurality of game data; and

9   a coupling device for coupling the gaming device with a second gaming device,

10 the coupling device comprising a transmitter and a receiver.

1 24. The gaming device of claim 23, wherein the coupling device further comprises:

2   a first tab configured to fit into a first slot of the second gaming device; and

3   a second slot configured to receive a second tab of the second gaming device.

1   25.   The gaming device of claim 23, wherein the case of the gaming device comprises

2   a logo associated with the game data selected by the controller.

1   26.   The gaming device of claim 23, wherein the case of the gaming device comprises

2   a color associated with the game data selected by the controller.

1   27.   The gaming device of claim 23, further comprising:

2   a screen disposed on a second side of the case for displaying a plurality of images

3   and a plurality of menus according to signals from the controller; and

4   a plurality of controls disposed on at least the second side of the case, at least one

5   of the controls allowing a user to select options from a menu.

1   28.   The gaming device of claim 23, wherein the coupling device is disposed on the

2   first side of the case.

1   29.   A gaming device, comprising:

2   a scanner for scanning a product identification number of a Universal Product

3   Code, the primary meaning of the product identification number being the identification

4   of a commercial product;

5   processing means for receiving the product identification number from the

6   scanner, for assigning a secondary meaning to the product identification number, the

7   secondary meaning corresponding with a monster belonging to one of a plurality of tribes

8   and for determining whether the monster belongs to a specific tribe of said plurality of

9   tribes, the specific tribe associated with the gaming device;

10   a storage device within the case for storing a set of rules for the game and for

11   storing monster data for monsters belonging to the specific tribe; and

12   a coupling device for coupling the gaming device with a second gaming device,

13   the coupling device comprising a transmitter, a receiver, a first tab configured to fit into a

14   first slot of a second gaming device and a second slot configured to receive a second tab

15   of the second gaming device.